Kawasaki: RHYTHM Rocker

Module "MM"

(Main Program Listings).

KAWASAKI RHTTHM Rocker Module "MM"

```
,0B4C A2 4C     LDX #$4C      ; This is ($0B4c) the first entry point after "boot"
,0B4E A0 03     LDY #$03      ; set CHRGET to point $4503 for the warm start in case
,0B50 A9 45     LDA #$45        the PRG Breaks.
,0B52 86 73     STX $73       ; Set all Basic Vectors to Normal
,0B54 84 74     STY $74
,0B56 85 75     STA $75
,0B58 20 53 E4  JSR $E453
,0B5B 4C 00 45  JMP $4500
```

```
,0B5E A9 60     LDA #$60      ; This is the Subroutine to get a specific color
,0B60 8D EF 14  STA $14EF       Combination, whenever re-enters to the main page
,0B63 20 EC 14  JSR $14EC       from "HELP" page
,0B66 A2 28     LDX #$28
,0B68 A9 E0     LDA #$E0
,0B6A 9D 00 04  STA $0400,X
,0B6D 9D 28 04  STA $0428,X
,0B70 A9 A0     LDA #$A0
,0B72 9D 50 04  STA $0450,X
,0B75 9D 78 04  STA $0478,X
,0B78 A9 30     LDA #$30
,0B7A 9D A0 04  STA $04A0,X
,0B7D 9D C8 04  STA $04C8,X
,0B80 A9 40     LDA #$40
,0B82 9D F0 04  STA $04F0,X
,0B85 9D 18 05  STA $0518,X
,0B88 A9 50     LDA #$50
,0B8A 9D 40 05  STA $0540,X
,0B8D 9D 68 05  STA $0568,X
,0B90 A9 60     LDA #$60
,0B92 9D 90 05  STA $0590,X
,0B95 9D B8 05  STA $05B8,X
,0B98 A9 D0     LDA #$D0
,0B9A 9D E0 05  STA $05E0,X
,0B9D 9D 08 06  STA $0608,X
,0BA0 CA        DEX
,0BA1 D0 C5     BNE $0B68
,0BA3 4C D3 15  JMP $15D3
```

```
,0BA6 C9 48     CMP #$48      ; This is the Subroutine whenever H key has been
,0BA8 D0 1A     BNE $0BC4       pressed and perform the tasks accordingly.
,0BAA 48        PHA
,0BAB A2 C7     LDX #$C7
,0BAD A0 0B     LDY #$0B
,0BAF 8E 58 0D  STX $0D58
,0BB2 8C 59 0D  STY $0D59
,0BB5 20 E3 0D  JSR $0DE3
,0BB8 A9 EA     LDA #$EA
,0BBA 8D 4D 0D  STA $0D4D
,0BBD 8D 4E 0D  STA $0D4E
,0BC0 68        PLA
,0BC1 4C 31 EA  JMP $EA31
,0BC4 4C 5F 18  JMP $185F
```

```
,0BC7 A9 37     LDA #$37      ; Initialize the first Saturn like Hi-res drawing and
,0BC9 8D 58 0D  STA $0D58       set vectors specficly.
,0BCC A9 7E     LDA #$7E
,0BCE 8D 59 0D  STA $0D59
,0BD1 A9 E0     LDA #$E0
,0BD3 8D 4D 0D  STA $0D4D
,0BD6 A9 32     LDA #$32
,0BD8 8D 4E 0D  STA $0D4E
,0BDB A0 06     LDY #$06
,0BDD A2 8C     LDX #$8C
,0BDF A9 3C     LDA #$3C
,0BE1 8C 60 CF  STY $CF60
,0BE4 8E 61 CF  STX $CF61
```

```
,0BE4 8E 61 CF STX $CF61
,0BE7 8D 62 CF STA $CF62
,0BEA AD 61 CF LDA $CF61
,0BED 8D 63 CF STA $CF63
,0BF0 A9 44    LDA #$44
,0BF2 38       SEC
,0BF3 ED 62 CF SBC $CF62
,0BF6 8D 64 CF STA $CF64
,0BF9 AD 00 11 LDA $1100
,0BFC C9 60    CMP #$60
,0BFE D0 0C    BNE $0C0C
,0C00 20 90 19 JSR $1990
,0C03 4C 00 7E JMP $7E00
,0C06 20 2F 6C JSR $6C2F
,0C09 4C E9 4F JMP $4FE9
,0C0C A2 00    LDX #$00
,0C0E 8E 6C CF STX $CF6C
,0C11 8A       TXA
,0C12 48       PHA
,0C13 20 32 0C JSR $0C32
,0C16 20 83 7E JSR $7E83
,0C19 AD 65 CF LDA $CF65
,0C1C 8D 63 CF STA $CF63
,0C1F AD 66 CF LDA $CF66
,0C22 8D 64 CF STA $CF64
,0C25 68       PLA
,0C26 AA       TAX
,0C27 E8       INX
,0C28 E0 18    CPX #$18
,0C2A D0 E2    BNE $0C0E
,0C2C 20 C7 0C JSR $0CC7
,0C2F 4C 00 7E JMP $7E00
,0C32 20 BA 0C JSR $0CBA
,0C35 18       CLC
,0C36 69 8C    ADC #$8C
,0C38 8D 6D CF STA $CF6D
,0C3B AD 6C CF LDA $CF6C
,0C3E 20 3C BC JSR $BC3C
,0C41 A2 70    LDX #$70
,0C43 A0 CF    LDY #$CF
,0C45 20 D4 BB JSR $BBD4
,0C48 AD 60 CF LDA $CF60
,0C4B 20 3C BC JSR $BC3C
,0C4E A9 70    LDA #$70
,0C50 A0 CF    LDY #$CF
,0C52 20 28 BA JSR $BA28
,0C55 A2 78    LDX #$78
,0C57 A0 CF    LDY #$CF
,0C59 20 D4 BB JSR $BBD4
,0C5C 20 6B E2 JSR $E26B
,0C5F A2 80    LDX #$80
,0C61 A0 CF    LDY #$CF
,0C63 20 D4 BB JSR $BBD4
,0C66 A9 78    LDA #$78
,0C68 A0 CF    LDY #$CF
,0C6A 20 A2 BB JSR $BBA2
,0C6D 20 64 E2 JSR $E264
,0C70 A2 88    LDX #$88
,0C72 A0 CF    LDY #$CF
,0C74 20 D4 BB JSR $BBD4
,0C77 AD 62 CF LDA $CF62
,0C7A 20 3C BC JSR $BC3C
,0C7D A9 80    LDA #$80
,0C7F A0 CF    LDY #$CF
,0C81 20 28 BA JSR $BA28
,0C84 A2 90    LDX #$90
```

; is 2K, has pressed ?
; Then you can scroll, if you want

; This is the subroutine to calculate the saturn like drawing with machine language Floating point format

```
,0C86 A0 CF     LDY #$CF
,0C88 20 D4 BB  JSR $BBD4
,0C8B AD 6D CF  LDA $CF6D
,0C8E 20 3C BC  JSR $BC3C
,0C91 A9 90     LDA #$90
,0C93 A0 CF     LDY #$CF
,0C95 20 67 B8  JSR $B867
,0C98 20 AA B1  JSR $B1AA
,0C9B 8C 65 CF  STY $CF65
,0C9E A9 2E     LDA #$2E
,0CA0 20 3C BC  JSR $BC3C
,0CA3 A9 88     LDA #$88
,0CA5 A0 CF     LDY #$CF
,0CA7 20 28 BA  JSR $BA28
,0CAA 20 AA B1  JSR $B1AA
,0CAD 8C 67 CF  STY $CF67
,0CB0 A9 36     LDA #$36
,0CB2 38        SEC
,0CB3 ED 67 CF  SBC $CF67
,0CB6 8D 66 CF  STA $CF66
,0CB9 60        RTS
,0CBA AD 6C CF  LDA $CF6C
,0CBD 4A        LSR
,0CBE 4A        LSR
,0CBF 4A        LSR
,0CC0 8D AA CF  STA $CFAA
,0CC3 AD AA CF  LDA $CFAA
,0CC6 60        RTS
,0CC7 AD 62 CF  LDA $CF62
,0CCA 38        SEC
,0CCB E9 05     SBC #$05
,0CCD 8D 62 CF  STA $CF62
,0CD0 AD 62 CF  LDA $CF62
,0CD3 F0 01     BEQ $0CD6
,0CD5 60        RTS
,0CD6 AD AB CF  LDA $CFAB
,0CD9 F0 15     BEQ $0CF0
,0CDB A9 2E     LDA #$2E
,0CDD 8D 9F 0C  STA $0C9F
,0CE0 A9 3C     LDA #$3C
,0CE2 8D 62 CF  STA $CF62
,0CE5 A9 00     LDA #$00
,0CE7 8D AB CF  STA $CFAB
,0CEA 20 E3 0D  JSR $0DE3
,0CED 4C 00 0D  JMP $0D00
,0CF0 A9 1E     LDA #$1E
,0CF2 8D 9F 0C  STA $0C9F
,0CF5 A9 5A     LDA #$5A
,0CF7 8D 62 CF  STA $CF62
,0CFA A9 01     LDA #$01
,0CFC 8D AB CF  STA $CFAB
,0CFF 60        RTS
,0D00 A0 01     LDY #$01
,0D02 A2 8C     LDX #$8C
,0D04 A9 32     LDA #$32
,0D06 8C 60 CF  STY $CF60
,0D09 8E 61 CF  STX $CF61
,0D0C 8D 62 CF  STA $CF62
,0D0F AD 00 11  LDA $1100
,0D12 C9 60     CMP #$60
,0D14 D0 0C     BNE $0D22
,0D16 20 90 19  JSR $1990
,0D19 4C 37 7E  JMP $7E37
,0D1C 20 2F 6C  JSR $6C2F
,0D1F 4C E9 4F  JMP $4FE9
,0D22 AD 61 CF  LDA $CF61
```

```
,0D25 8D 63 CF STA $CF63
,0D28 A9 3A    LDA #$3A
,0D2A 38       SEC
,0D2B ED 62 CF SBC $CF62
,0D2E 8D 64 CF STA $CF64
,0D31 A2 00    LDX #$00
,0D33 8E 6C CF STX $CF6C
,0D36 8A       TXA
,0D37 48       PHA
,0D38 20 5A 0D JSR $0D5A
,0D3B 20 83 7E JSR $7E83
,0D3E AD 65 CF LDA $CF65
,0D41 8D 63 CF STA $CF63
,0D44 AD 66 CF LDA $CF66
,0D47 8D 64 CF STA $CF64
,0D4A 68       PLA
,0D4B AA       TAX
,0D4C E8       INX
,0D4D E0 32    CPX #$32
,0D4F D0 E2    BNE $0D33
,0D51 20 E3 0D JSR $0DE3
,0D54 EE 60 CF INC $CF60
,0D57 4C 37 7E JMP $7E37
,0D5A AD 6C CF LDA $CF6C
,0D5D 18       CLC
,0D5E 69 8C    ADC #$8C
,0D60 8D 6D CF STA $CF6D
,0D63 AD 6C CF LDA $CF6C
,0D66 20 3C BC JSR $BC3C
,0D69 A2 70    LDX #$70
,0D6B A0 CF    LDY #$CF
,0D6D 20 D4 BB JSR $BBD4
,0D70 AD 60 CF LDA $CF60
,0D73 20 3C BC JSR $BC3C
,0D76 A9 70    LDA #$70
,0D78 A0 CF    LDY #$CF
,0D7A 20 28 BA JSR $BA28
,0D7D A2 78    LDX #$78
,0D7F A0 CF    LDY #$CF
,0D81 20 D4 BB JSR $BBD4
,0D84 20 6B E2 JSR $E26B
,0D87 A2 80    LDX #$80
,0D89 A0 CF    LDY #$CF
,0D8B 20 D4 BB JSR $BBD4
,0D8E A9 78    LDA #$78
,0D90 A0 CF    LDY #$CF
,0D92 20 A2 BB JSR $BBA2
,0D95 20 64 E2 JSR $E264
,0D98 A2 88    LDX #$88
,0D9A A0 CF    LDY #$CF
,0D9C 20 D4 BB JSR $BBD4
,0D9F AD 62 CF LDA $CF62
,0DA2 20 3C BC JSR $BC3C
,0DA5 A9 80    LDA #$80
,0DA7 A0 CF    LDY #$CF
,0DA9 20 28 BA JSR $BA28
,0DAC A2 90    LDX #$90
,0DAE A0 CF    LDY #$CF
,0DB0 20 D4 BB JSR $BBD4
,0DB3 AD 6D CF LDA $CF6D
,0DB6 20 3C BC JSR $BC3C
,0DB9 A9 90    LDA #$90
,0DBB A0 CF    LDY #$CF
,0DBD 20 67 B8 JSR $B867
,0DC0 20 AA B1 JSR $B1AA
,0DC3 8C 65 CF STY $CF65
```

; This is the subroutine to calculate & draw random graphics, with a floating point format.

```
,0DC6 AD 62 CF LDA $CF62
,0DC9 20 3C BC JSR $BC3C
,0DCC A9 88    LDA #$88
,0DCE A0 CF    LDY #$CF
,0DD0 20 28 BA JSR $BA28
,0DD3 20 AA B1 JSR $B1AA
,0DD6 8C 67 CF STY $CF67
,0DD9 A9 3A    LDA #$3A
,0DDB 38       SEC
,0DDC ED 67 CF SBC $CF67
,0DDF 8D 66 CF STA $CF66
,0DE2 60       RTS
```

```
,0DE3 20 77 14 JSR $1477
,0DE6 A0 00    LDY #$00
,0DE8 A9 01    LDA #$01
,0DEA AE 04 DC LDX $DC04
,0DED 9D 00 21 STA $2100,X
,0DF0 AE F4 DC LDX $DCF4
,0DF3 9D 00 22 STA $2200,X
,0DF6 AE 14 DC LDX $DC14
,0DF9 9D 00 23 STA $2300,X
,0DFC AE E4 DC LDX $DCE4
,0DFF 9D 00 24 STA $2400,X
,0E02 AE 24 DC LDX $DC24
,0E05 9D 00 25 STA $2500,X
,0E08 AE D4 DC LDX $DCD4
,0E0B 9D 00 26 STA $2600,X
,0E0E AE 34 DC LDX $DC34
,0E11 9D 00 27 STA $2700,X
,0E14 AE C4 DC LDX $DCC4
,0E17 9D 00 28 STA $2800,X
,0E1A AE 44 DC LDX $DC44
,0E1D 9D 00 29 STA $2900,X
,0E20 AE B4 DC LDX $DCB4
,0E23 9D 00 2A STA $2A00,X
,0E26 AE 54 DC LDX $DC54
,0E29 9D 00 2B STA $2B00,X
,0E2C AE A4 DC LDX $DCA4
,0E2F 9D 00 2C STA $2C00,X
,0E32 AE C4 DC LDX $DCC4
,0E35 9D 00 2D STA $2D00,X
,0E38 AE 64 DC LDX $DC64
,0E3B 9D 00 2E STA $2E00,X
,0E3E AE 74 DC LDX $DC74
,0E41 9D 00 2F STA $2F00,X
,0E44 AE 94 DC LDX $DC94
,0E47 9D 00 30 STA $3000,X
,0E4A C8       INY
,0E4B C0 07    CPY #$07
,0E4D D0 9B    BNE $0DEA
,0E4F 60       RTS
```

; This is the sub-routine to draw random Hi-res stars as a back ground of drawing

```
,0E50 C9 44    CMP #$44
,0E52 D0 07    BNE $0E5B
,0E54 48       PHA
,0E55 EE 60 CF INC $CF60
,0E58 4C 72 0E JMP $0E72
,0E5B C9 46    CMP #$46
,0E5D D0 1C    BNE $0E7B
,0E5F 48       PHA
,0E60 AD 62 CF LDA $CF62
,0E63 C9 07    CMP #$07
,0E65 30 06    BMI $0E6D
,0E67 4E 62 CF LSR $CF62
,0E6A 4C 72 0E JMP $0E72
,0E6D A9 32    LDA #$32
,0E6F 8D 62 CF STA $CF62
```

; perform the tasks when "D" key (angle) is pressed

; perform the tasks when "F" key (size) is pressed

```
,0E72 A9 E0    LDA #$E0
,0E74 8D 50 0D STA $0D50
,0E77 68       PLA
,0E78 4C 31 EA JMP $EA31
,0E7B 48       PHA
,0E7C A9 E2    LDA #$E2
,0E7E 8D 50 0D STA $0D50
,0E81 68       PLA
,0E82 4C 6E 6C JMP $6C6E
```

```
,0E85 A6 FB    LDX $FB
,0E87 A4 FD    LDY $FD
,0E89 A5 4E    LDA $4E
,0E8B 8E 68 CF STX $CF68
,0E8E 8C 69 CF STY $CF69
,0E91 8D 6A CF STA $CF6A
,0E94 A6 FC    LDX $FC
,0E96 A4 FE    LDY $FE
,0E98 A5 4F    LDA $4F
,0E9A 8E 6B CF STX $CF6B
,0E9D 8C 6E CF STY $CF6E
,0EA0 8D 6F CF STA $CF6F
,0EA3 60       RTS
```

; Save zero page interrupt routine temporary storge while mass memory transfer is required to avoid Crashing the program. Interrupt must be disabled during this operation.

```
,0EA4 AE 68 CF LDX $CF68
,0EA7 AC 69 CF LDY $CF69
,0EAA AD 6A CF LDA $CF6A
,0EAD 86 FB    STX $FB
,0EAF 84 FD    STY $FD
,0EB1 85 4E    STA $4E
,0EB3 AE 6B CF LDX $CF6B
,0EB6 AC 6E CF LDY $CF6E
,0EB9 AD 6F CF LDA $CF6F
,0EBC 86 FC    STX $FC
,0EBE 84 FE    STY $FE
,0EC0 85 4F    STA $4F
,0EC2 60       RTS
```

; Restores zero page interrupt routine temporary storg after memory transfer is completed. Then interrup should be enabled, interrupt will continue without any distortion

```
,0EC3 20 85 0E JSR $0E85
,0EC6 A9 00    LDA #$00
,0EC8 85 FB    STA $FB
,0ECA 85 FD    STA $FD
,0ECC 85 4E    STA $4E
,0ECE A9 0C    LDA #$0C
,0ED0 85 FC    STA $FC
,0ED2 A9 34    LDA #$34
,0ED4 85 FE    STA $FE
,0ED6 A9 A0    LDA #$A0
,0ED8 85 4F    STA $4F
,0EDA 20 2F 6C JSR $6C2F
,0EDD 4C 7F 49 JMP $497F
```

; This is the sub-routine to enable Grid-graphic (3-D) when percussion is selected

```
,0EE0 20 85 0E JSR $0E85
,0EE3 A9 00    LDA #$00
,0EE5 85 FB    STA $FB
,0EE7 85 FD    STA $FD
,0EE9 85 4E    STA $4E
,0EEB A9 0C    LDA #$0C
,0EED 85 FC    STA $FC
,0EEF A9 34    LDA #$34
,0EF1 85 FE    STA $FE
,0EF3 A9 94    LDA #$94
,0EF5 85 4F    STA $4F
,0EF7 20 2F 6C JSR $6C2F
,0EFA 4C E9 4F JMP $4FE9
,0EFD 00       BRK
,0EFE 00       BRK
,0EFF 00       BRK
```

; This is the sub-routine to enable 3-D piano Keyboard graphic when synth or Bass is selecte

```
,0F00 A9 C0    LDA #$C0
,0F02 8D EC 15 STA $15EC
```

```
,0F05 A9 15    LDA #$15
,0F07 8D 73 15 STA $1573
,0F0A A9 47    LDA #$47
,0F0C 8D 70 15 STA $1570
,0F0F 8D 80 15 STA $1580
,0F12 8D 88 15 STA $1588
,0F15 A9 41    LDA #$41
,0F17 8D 55 15 STA $1555
,0F1A A9 18    LDA #$18
,0F1C 8D 18 D4 STA $D418
,0F1F A9 F5    LDA #$F5
,0F21 8D 17 D4 STA $D417
,0F24 A9 90    LDA #$90
,0F26 8D CE CF STA $CFCE
,0F29 A9 01    LDA #$01
,0F2B 8D ED CF STA $CFED
,0F2E 8D EF CF STA $CFEF
,0F31 8D FD CF STA $CFFD
,0F34 8D FE CF STA $CFFE
,0F37 8D FF CF STA $CFFF
,0F3A A9 0C    LDA #$0C
,0F3C 8D 21 D0 STA $D021
,0F3F A9 1B    LDA #$1B
,0F41 8D 11 D0 STA $D011
,0F44 A9 15    LDA #$15
,0F46 8D 18 D0 STA $D018
,0F49 A9 42    LDA #$42
,0F4B 8D 62 18 STA $1862
,0F4E A9 39    LDA #$39
,0F50 8D FD 1A STA $1AFD
,0F53 A9 D3    LDA #$D3
,0F55 8D 35 1B STA $1B35
,0F58 A9 15    LDA #$15
,0F5A 8D 36 1B STA $1B36
,0F5D A9 A9    LDA #$A9
,0F5F 8D 4F 15 STA $154F
,0F62 A2 03    LDX #$03
,0F64 BD 49 55 LDA $5549,X
,0F67 9D 0E 15 STA $150E,X
,0F6A BD 43 55 LDA $5543,X
,0F6D 9D 14 15 STA $1514,X
,0F70 CA       DEX
,0F71 D0 F1    BNE $0F64
,0F73 A2 FA    LDX #$FA
,0F75 BD 10 1C LDA $1C10,X
,0F78 9D 00 04 STA $0400,X
,0F7B BD 0A 1D LDA $1D0A,X
,0F7E 9D FA 04 STA $04FA,X
,0F81 BD 04 1E LDA $1E04,X
,0F84 9D F4 05 STA $05F4,X
,0F87 BD FE 1E LDA $1EFE,X
,0F8A 9D EE 06 STA $06EE,X
,0F8D A9 00    LDA #$00
,0F8F 9D 00 D8 STA $D800,X
,0F92 9D FA D8 STA $D8FA,X
,0F95 9D F4 D9 STA $D9F4,X
,0F98 9D EE DA STA $DAEE,X
,0F9B CA       DEX
,0F9C D0 D7    BNE $0F75
,0F9E 8D 15 D0 STA $D015
,0FA1 8D BF 48 STA $48BF
,0FA4 8D 69 4D STA $4D69
,0FA7 8D 03 1B STA $1B03
,0FAA 8D 82 41 STA $4182
,0FAD 8D BF 48 STA $48BF
,0FB0 8D FC 54 STA $54FC
```

; This is the Sub-routine to set the values of each locations when Return key has been pressed to enter help page. while in the help page, all the graphic command keys must be turned off. Also screen must be changed from Hi-res location to the normal location ($2000 → $0400)

```
,0FB3 8D 5A 57  STA $575A
,0FB6 8D EC 57  STA $57EC
,0FB9 8D F5 57  STA $57F5
,0FBC 8D 69 14  STA $1469
,0FBF 8D F1 1A  STA $1AF1
,0FC2 8D 61 14  STA $1461
,0FC5 A9 60     LDA #$60
,0FC7 8D 00 4A  STA $4A00
,0FCA 8D 15 4A  STA $4A15
,0FCD 4C 31 EA  JMP $EA31
```

```
,0FD0 A2 06     LDX #$06
,0FD2 A0 07     LDY #$07
,0FD4 A9 0E     LDA #$0E
,0FD6 8E 69 4D  STX $4D69
,0FD9 8E 03 1B  STX $1B03
,0FDC 8E EC 57  STX $57EC
,0FDF 8E F5 57  STX $57F5
,0FE2 8E 69 14  STX $1469
,0FE5 8C FC 54  STY $54FC
,0FE8 8C 5A 57  STY $575A
,0FEB 8D 15 D0  STA $D015
,0FEE 8D BF 48  STA $48BF
,0FF1 8D F1 1A  STA $1AF1
,0FF4 8D 61 14  STA $1461
,0FF7 A9 0F     LDA #$0F
,0FF9 8D 82 41  STA $4182
,0FFC 4C B6 4F  JMP $4FB6
,0FFF 00        BRK
```

```
,1000 30 00     BMI $1002
,1002 00        BRK
,1003 00        BRK
,1004 B4 00     LDY $00,X
,1006 00        BRK
,1007 00        BRK
,1008 98        TYA
,1009 00        BRK
,100A 00        BRK
,100B 00        BRK
,100C 47        ???
,100D 00        BRK
,100E 00        BRK
,100F 00        BRK
,1010 B4 00     LDY $00,X
,1012 00        BRK
,1013 00        BRK
,1014 00        BRK
,1015 00        BRK
,1016 00        BRK
,1017 00        BRK
,1018 00        BRK
,1019 00        BRK
,101A 00        BRK
,101B 00        BRK
,101C 00        BRK
,101D 00        BRK
,101E B4 00     LDY $00,X
,1020 04        ???
,1021 00        BRK
,1022 00        BRK
,1023 00        BRK
,1024 04        ???
,1025 00        BRK
,1026 00        BRK
,1027 00        BRK
,1028 05 00     ORA $00
,102A 00        BRK
```

$1000 – $10FF

is a DATA room For

Preprogrammed Bass 1-3 & Drs 1-3